

# Bundle Product Label Structure

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As with collections, each bundle is itself a product, but in this case a product that defines a high-level relationship among collection products. Bundles, however, do not have inventory files - rather, the members are enumerated in the label.

All bundles use the **Product\_Bundle** label structure:

1. **Identification Area** - as in the collection product label.

**See document titled:** [Identification Area](#)

<Placeholder for Identification Area Video>

2. **Context Area** - as in the collection label. This class is optional in bundle products.

**See document titled:** [Observation Area](#)

<Placeholder for Observation Area Video>

3. **Reference List** - as in the collection label. This is optional in bundle product labels.

**See document titled:** [Reference List](#)

4. **Bundle** - This required area provides a type and the option for top-level description of the bundle.

**See document titled:** [Filling Out the Bundle Class](#)

5. **Text File Area** - This is an optional area that just points to a descriptive text file (think "ReadMe"). It is not required; and you may not have more than one instance of the <File\_Area\_Text> class in your Bundle label.

**See document titled:** [Filling Out the File Area Text Class](#)

6. **Bundle Member Entries** - There will be an entry for each collection comprising the bundle. There must be at least one of these.

**See document titled:** [Filling Out the Bundle Member Entry Class](#)

<Placeholder for Product\_Bundle Video>